

SAY MY NAME

from BEETLEJUICE THE MUSICAL

Beetlejuice

Words and Music by
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Underworld Hip-Hop, Swing 16ths
F(N.C.)

BEETLEJUICE:

Start

You_ could use a bud - dy. Don't_ you want a

3 G5 Eb

pal? (*Yes I do! Yes I do!*) Girl,_ the way I see it, your dad - dy should be leav - in' and you_ should stick a -

5 F(N.C.) LYDIA: BJ: N.C./A Bb Bbm6

round. (*And kill him.*) What? No - thin'! So, Lyd - i - a, don't end your - self. De - fend_ your - self. Dad -

7 F/A D \flat /E \flat D \flat (add2) F/C L: BJ:

- dy is the one you should maim. To-gether we'll ex - ter - mi - nate, as - sas - si - mate. No! The fin - er points can wait. But

9 Cm7 F

first you got - ta say my name! Go__ a - head and

11 E \flat m7 G \flat 5

jump, but that__ won't stop__ him. Here_ you got a sol - id Plan_ B op - tion. I__ can bring your

13 D \flat sus D \flat 5 A \flat B \flat m7 Bdim A \flat /C

dad - dy so__ much pain... All__ you got - ta do is say my name. Girl,_ just say it

15

Ebm7

Gb5

three times in a row, and you won't believe how far I'll go. I'm on the

17

Bmaj9

B

Bmaj7

B6

Bb7b13

bench, but Coach, just put me in the game. All you got-ta do is say my name.

19

Eb5

BEETLEJUICE:

STOP

LYDIA: Well, I can't say it. Yes! let's play it.
But I don't know your name. How a-bout a game of charades?

21

C

C/G

Right. Uh-huh. No. No. No. Yes!

Two words. Sec-ond word. Drink? Bev-er-age? Wine? Juice? O. K.

mp

23

Bbm6

O. K. No. Close, but no. Yes! Wow, I'm impressed! And

First word. Bug? Ant? Bee-tle? Bee-tle-juice?

25

Fm/Ab

Db

all you got-ta do is say my name three times. Threetimes in a row, it must_ be spo-ken un-bro - ken.

Suspense! Straight 16ths

27 Gm7b5

Bb5

Ready? O. K. Go! Yes!

LYDIA:
Yeah. Bee-tle-juice,

This system contains two staves of vocal melody and a piano accompaniment. The vocal staves are in treble clef. The piano accompaniment is in grand staff (treble and bass clefs). The music features a sequence of chords: Gm7b5, Bb5, and Bb5. The lyrics are: "Ready? O. K. Go! Yes!" and "LYDIA: Yeah. Bee-tle-juice,". The piano part consists of a rhythmic pattern of eighth notes and sixteenth notes.

29 B5/Bb

Cdim/Bb Dbdim/Bb Ddim/Bb Ebdim/Bb Gdim/Bb

Yes! Oh, it's gonna be so good!

Beetle-juice, Beee - - - - - cause

This system contains three staves of music. The vocal staves are in treble clef. The piano accompaniment is in grand staff. The music features a sequence of chords: B5/Bb, Cdim/Bb, Dbdim/Bb, Ddim/Bb, Ebdim/Bb, and Gdim/Bb. The lyrics are: "Yes! Oh, it's gonna be so good!" and "Beetle-juice, Beee - - - - - cause". The piano part consists of a rhythmic pattern of eighth notes and sixteenth notes.

Faster, Swing 16ths

32

Eb

Eb7/Db

Ab/C

you're so smart, a standup bro, I'll think a-bout your of-fer, let you know. But I

f

This system contains three staves of music. The vocal staves are in treble clef. The piano accompaniment is in grand staff. The music features a sequence of chords: Eb, Eb7/Db, and Ab/C. The lyrics are: "you're so smart, a standup bro, I'll think a-bout your of-fer, let you know. But I". The piano part consists of a rhythmic pattern of eighth notes and sixteenth notes. A dynamic marking of *f* is present.

34

Baug

E \flat

B \flat 7

— prefer my chanc - es down be-low. Bee-tle-juice, Bee-tle-juice, be - ing young and fe-male does-n't

36

E \flat

E \flat 7/D \flat

A \flat /C

mean that I'm an eas - y mark. I've been swimming with pi - ra-nhas. I don't_ need a shark.

38

Baug

E \flat

Yes, life sucks, but not_ that much. O. K. Bee-tle-juice, Bee-tle-juice, be a doll and spare the

40

Fm7 Gm7 A \flat B \flat 7 Cm7 Dm7 \flat 5 E \flat Gm7

BEETLEJUICE:

I'm of - f'ring you a full - time spec - tre. You
lec - ture. Are_ you an - y good?

42

Fm7 Eb Bb9/D Bb Ab/Eb Eb

bet - cha, trust me, ba - by!

I just met ya. Real - ly, it's a flat - t'ring

44

Dm7b5 G9 Cm7 Bm Bbm7 A7#5 Abmaj7

Don't_ you wan - na see Dad suf - fer?

of - fer. I think_ I'd ra - ther just jump

46

Db Ab/C Bb7sus Bb9

No! So!

off. I may be su - i - cid - al, but Bee - tle - juice, it's not as if I've lost my mind!

BEETLEJUICE: *Playing hardball, huh? You're tougher than you look.*

LYDIA: *I just want to make sure I know who I'm working with. Got any references?*

BARBARA: *Lydia! There you are!*

ADAM: *Are you alright?*

BEETLEJUICE: *A-dog! B-town! My old pals!*

48 F Gm7 Eb F

ADAM: *You get away from her! Lydia, this is a...*

52 Gm7 N.C.

ADAM:

dan-ger-ous-ly un-sta-ble in-di-vid-u-al.

54 D A7/E D/F# G A7sus A7 D

BARBARA: Bee-tle-juice is sex-y.

ADAM: Bee-tle-juice is smart.

BOTH: B. J. is a grad-u-ate of Jul-li-ard.

Double-time Jazz (♩ = ♪)

56 G6 E7/G# Ddim7 D/A

He can help. We found him on Yelp. Our troubles all end-ed on the

59 **B7** **Em** **Bb9**

day that we be - friend - ed him. Ev - 'ry word_ is the truth.

62 **D/A** **A** **D**

Bee-tle-juice, Bee-tle-juice, Bee-tlejuice.

Underworld Hip-Hop (♩ = ♩)

BARBARA: *What the HECK was that?* **ADAM:** *So violating!*
BEETLEJUICE: *There ya go, kid. A couple-a five-star reviews.*

65 **D5** **Eb5** **E5**

pp

67 **F** **Gm7**

LYDIA: What was that? **BEETLEJUICE:** That was pos-ses-sion. An - y ghost can do it in less than one les-son.

mp

69 **E_b** **LYDIA:** **D7** **BEETLEJUICE:** **LYDIA:**

An - y ghost? Pret - ty much, an - y ghost - ll do, sure. Then Bee - tle - juice, what do I need you for?

accel.

71 **D7#9** **BEETLEJUICE:** **G** **Faster, Swing 16ths** **G7/F**

Whoa, Whoa, Whoa, Whoa, Wait! Hold up! Hold up, — girl, I'm your pal. They're sweet,

73 **C/E** **Cm/E_b**

but I'm a de - mon straight from hell. I know, — I went a lit - tle hard on the sell. But we're

75 **B7#9** **N.C.**

B - F - F - F - Fs for - ev - er!

ff

ADAM & BARBARA: Lydia!?

LYDIA: What? He was already dead. And you heard what he said: Any ghost can do that possession stuff.

Tempo I

78

Am7

C5

We don't need that de - mon, the three of us a - lone can wreck Dad's eve - ning. To-geth-er we can

80

Gsus

G

D

Em7

Fdim7

D/F#

ADAM:

make a grown man weep. Guys, I got a din - ner date to keep. O - kay, so what's the

82

Am7

LYDIA:

C5/G

F

plan? Teach Dad a les - son, he is gonna freak when we pos-sess him. So, he wants the

85

C/E

Bb6

B

B/A

B/G

B/F#

per - fect daugh - ter. I'll lead that lamb to slaugh - ter. Yeah, I got game...

B7

Em7

I'm gon-na make him say my name. I'll make him say my name.

BARBARA:
ADAM:
Make him say your name.

Em9/D

Am7

I'll make him say my name. Make him say your name.

Make him say your name. Make him say your name.

B7

B(N.C.)

E(N.C.)

Not run-ning a-way. I'll make him say my name.

Not run-ning a-way.